### Experienced Adventurer

Whether you joined the Pathfinder Society after several independent adventures or you quickly surpassed your peers during training to become a Pathfinder agent, you’re a capable explorer by the time you set out on your first official assignment. You can check the box that precedes this boon when creating a new character to begin that character at 2nd level with 12 XP, 12 Fame, 12 Reputation distributed between one or more factions, and 30 gp. Include this boon with the new character.
This Chronicle Sheet Grants Access to the Following:

☐ Veteran Explorer (Limited-Use, Slotless): By the time you joined the Pathfinder Society, you had already accumulated your own hard-earned experience in the field. You can check the box that precedes this boon when creating a new character to begin that character at 3rd level with 24 XP, 24 Fame, 24 Reputation distributed between one or more factions, and 75 gp. Include this boon with the new character.
Initiate's Wayfinder (Slotless): As part of your confirmation as a Pathfinder field agent, you received a wayfinder (Pathfinder Core Rulebook 617) to carry as both a badge of office and as a useful tool. This wayfinder has an effective price of 0 gp for the purpose of resale.
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This Chronicle Sheet Grants Access to the Following:

Rose Street Investigator: Your sleuthing helped solve a serial murder mystery that gripped Absalom, and by remembering your experiences, you can better uncover hidden clues. You can spot hidden objects, doors, hazards, and other secrets that require a proficiency rank of expert. Keep in mind that detecting these often requires actively searching, such as with the Seek action or the Search exploration activity.
**Kortos Captivation (Limited-Use):** The Isle of Kortos's interior may be enchanting, but the haunting songs of its harpies are even more captivating. You’ve heard the sirens’ call once before and are better prepared to resist such compulsions in the future. Check one of the boxes that precedes this boon to use the following reaction.

*Trigger* You roll a critical failure against a mental effect; *Effect* You treat the critical failure as a failure.
Against an Arclord (Limited-Use): The nation of Nex is home to countless wonders, yet the spellcasting Arclords make for dangerous enemies. Following a now-resolved conflict with an Arclord, you’ve developed several tricks for resisting arcane magic. Check one of the boxes that precedes this boon to use the following reaction.

**Trigger** You roll a critical failure against an arcane effect; **Effect** You treat the critical failure as a failure.
Arctic Survivor (Limited-Use): After an extended trip into the Crown of the World, you have developed techniques for acclimating your body to cold weather. You gain cold resistance equal to one-third your level (rounded down, minimum 1). You gain this resistance even once you have expended the limited-use benefit below.

In addition, your body stores a spark of boreal fury that you can channel into a damaging spell. Check the box that precedes the free action below to use it.

☐ ❄️ (cold) If your next action is to cast a spell that deals damage, all damage dealt by the spell becomes cold damage rather than its original damage type.
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**This Chronicle Sheet Grants Access to the Following:**

**Starsong’s Fortune (Limited-Use):** Cross this boon off your Chronicle sheet to immediately gain 1 Hero Point.

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**NOT INTENDED FOR SALE, NO CASH VALUE**
## Rugged Navigator

You may have grown up in an area with dangerous terrain or spent weeks overcoming a distant realm’s hazardous wilderness. The experience left you able to negotiate difficult terrain in an emergency, giving you the following free action.

- **Frequency**: Once per adventure; **Effect**: If your next action is to Step or Stride, you can ignore the effects of difficult terrain for that action (and treat greater difficult terrain as difficult terrain).
**Playtest Reward**

**Emergency Draught**

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**This Chronicle Sheet Grants Access to the Following:**

⚠️⚠️⚠️ **Emergency Draught (Limited-Use):** Even if it’s buried deep in your gear, you almost always have a healing potion hidden away for an emergency. Check one of the boxes that precedes this boon to use the following action.

 опасность (manipulate) **Frequency** Once per adventure; **Effect** You rummage through your gear and draw a minor healing potion in one hand. If you are at least 3rd level, you can instead draw a lesser healing potion. If you are at least 6th level, you can instead draw a moderate healing potion. If you are at least 12th level, you can instead draw a greater healing potion. If you are at least 18th level, you can instead draw a major healing potion. This potion lasts until the end of the adventure, after which it loses its potency. The potion’s effective price if sold is 0 gp.
**Playtest Reward**

**River Kingdoms Excavation**

This Chronicle Sheet Grants Access to the Following:

River Kingdoms Excavation: Millennia ago, the Kellid wizard Ramlock performed many strange experiments in his tower at the edge of what are now the River Kingdoms, and cultists recently uncovered the ruined tower in pursuit of dangerous lore. Although the cultists made off with some of the valuables, there remain many mysteries still buried in the rubble. You can spend your Downtime excavating the ruins in search of Ramlock’s lost lore and treasures. Record your level in the space below when you first begin spending Downtime on this task; this is the level used to calculate your benefits. For every Downtime you spend on this task, check a box below.

- When you check the 10th box, you recover a common consumable item of your starting level.
- When you check the 20th box, your published findings earn you a modest grant to continue your research. The sum is equivalent to having rolled a success to Earn Income for a task of your starting level + 2 for 10 days, with expert proficiency.
- When you check the 80th box, you recover a permanent magic item whose level is less than or equal to your starting level + 2. After this, you have exhausted the research at Ramlock’s tower and gain no additional benefits from this boon.

Not intended for sale, no cash value.
☐ **Against All Odds (Limited-Use):** You experienced a near-death experience earlier in life, and you are braced for the possibility that you will need to cling to life again just as tenaciously in order to survive impossible odds. While you are dying and have no Hero Points, you can check the box that precedes this boon to gain and immediately spend a Hero Point to avoid death (*Core Rulebook* 467).
This Chronicle Sheet Grants Access to the Following:

- **Red Flag Espionage (Limited-Use):** You have experience with delicate social situations where a false move could antagonize a possible ally or accidentally endanger a comrade. When using Diplomacy to Make an Impression or Request, you critically fail the check if you fail the check DC by 12 or more (rather than failing by 10 or more). Check the box that precedes this boon to use the following reaction.

  **Trigger** You critically fail a Diplomacy check; **Effect** You reroll the triggering check and must use the second result.

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**NOT INTENDED FOR SALE, NO CASH VALUE**
Playtest Reward
Mind Quake Scars

This Chronicle Sheet Grants Access to the Following:

☐ Mind Quake Scars (Limited-Use): You have survived a traumatic psychic or psychological event. By properly preparing yourself before an adventure, you can erect mental barriers to avoid being hurt in the same way again. You gain mental resistance equal to one-third your level (rounded down, minimum 1). Check the box that precedes this boon to use the following reaction.

⚠️ **Trigger** You succeed at a saving throw against a mental effect; **Effect** You treat the success as a critical success.

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